NINTENDO SWITCH
Game Builder
GARAGE™
Nintendo

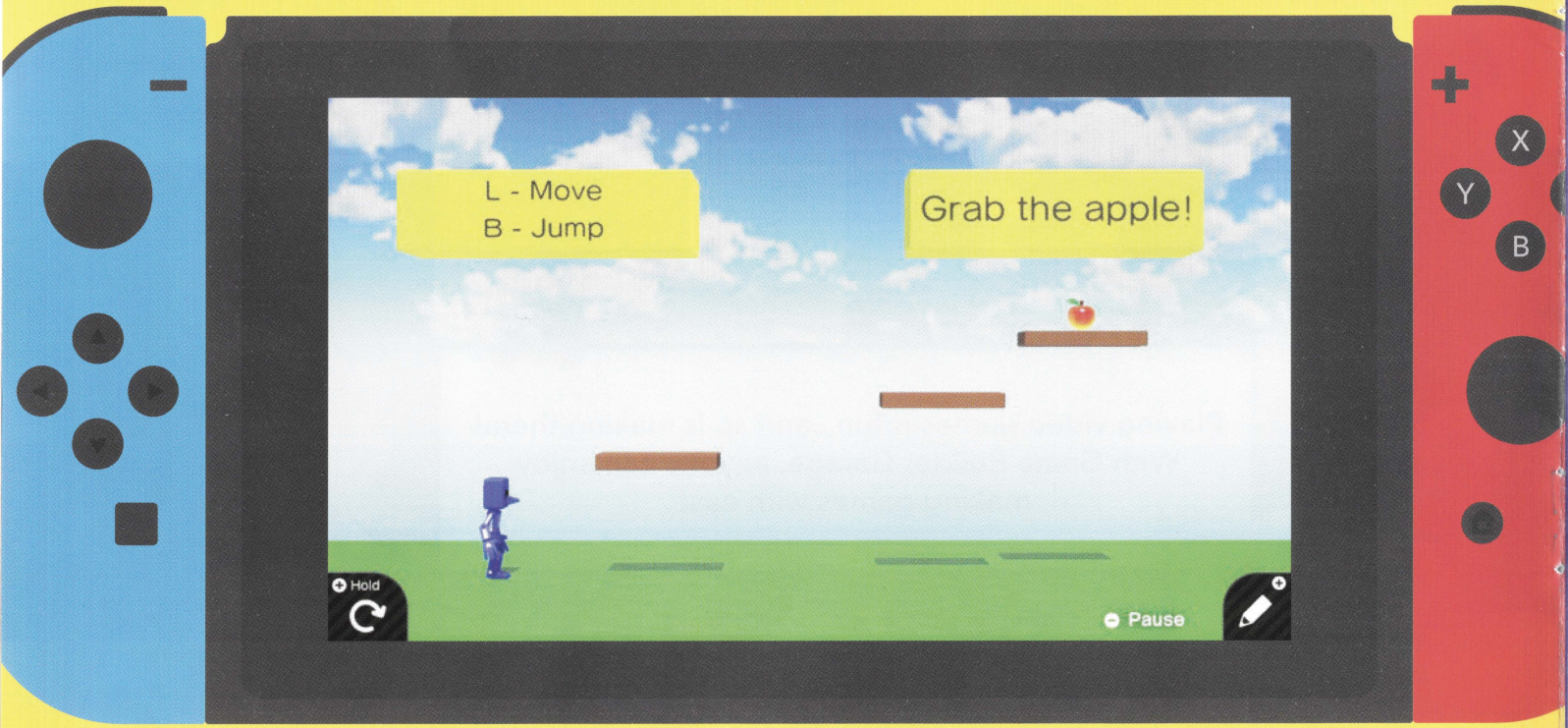
Anyone can learn
to make games,
with fun and
interactive lessons!
Step-
by-step
guidance

Hit!
03
01
00115
Playing video games is fun...and so is making them!
With Game Builder Garage, anyone can enjoy
making games with ease.
P1
P2
P3
P4

For example, if you take a peek under the hood of this game...

Game screen

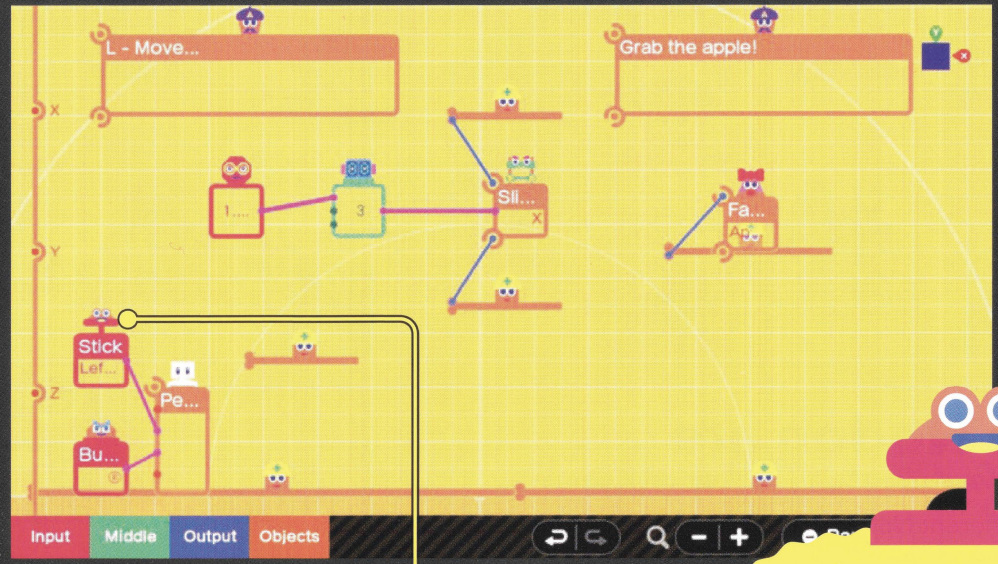
A game where you move the player to get the apple



Program screen

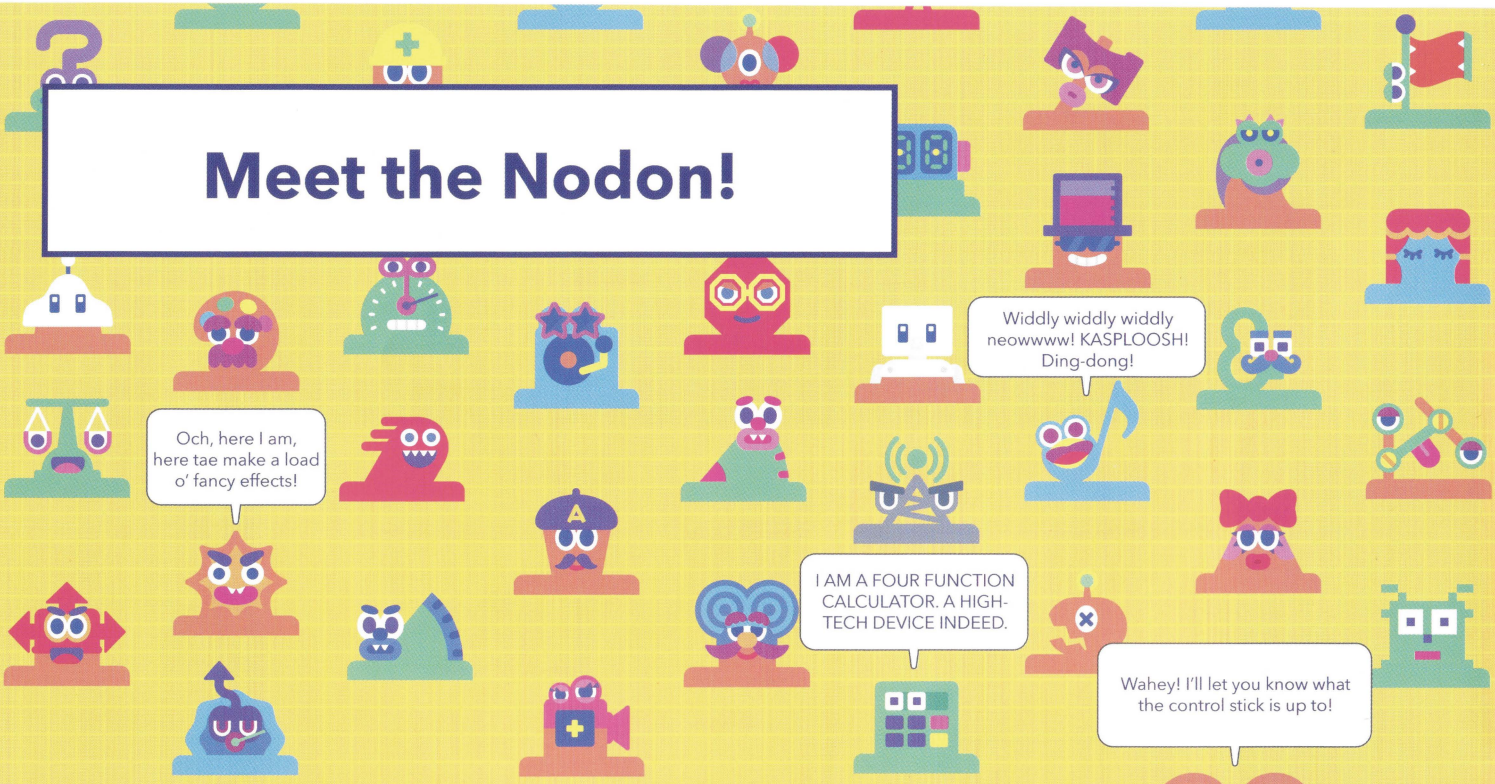
Behind the scenes

...you can see how the game is programmed to work.



What kind of creature is this?! Turn the page to find out...

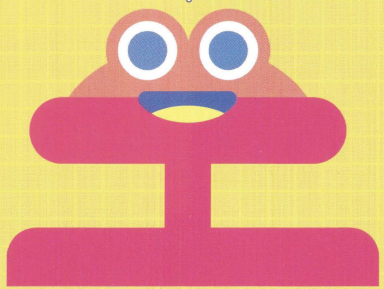
Meet the Nodon!



Who the Nodon are

and how they empower you to make your own games.

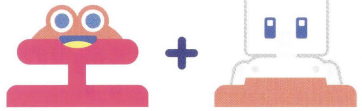
There are lots of different Nodon and each one has its own personality and role to play inside your game. Whether it's getting a character to jump when you hit a button or setting the mood with some funky music, there's a Nodon for that!

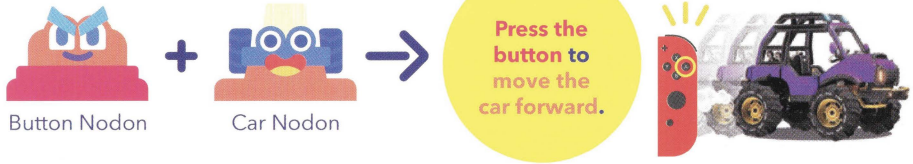


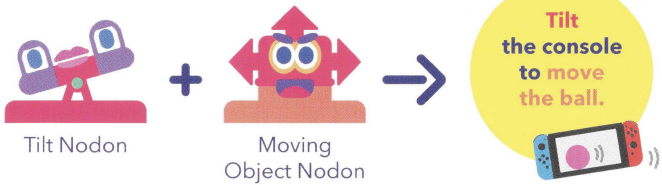
Input: Stick Nodon

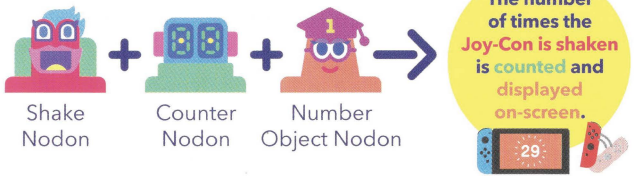
Pair Nodon together and they'll team up to bring your game to life.

For example...



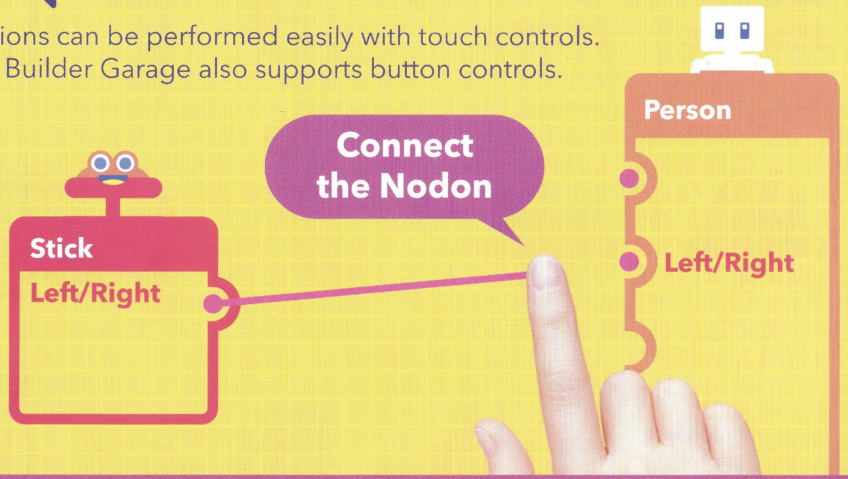




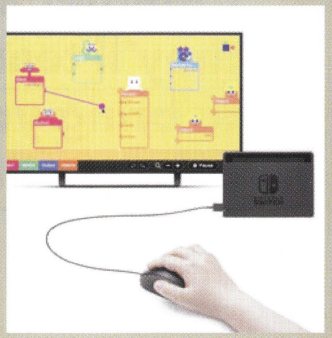


Easy programming with touch controls

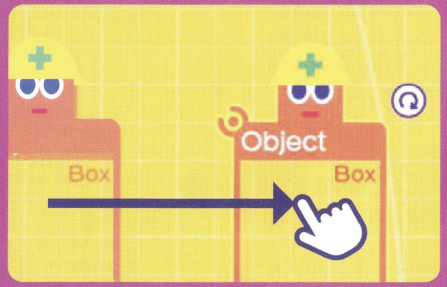
All actions can be performed easily with touch controls.
Game Builder Garage also supports button controls.



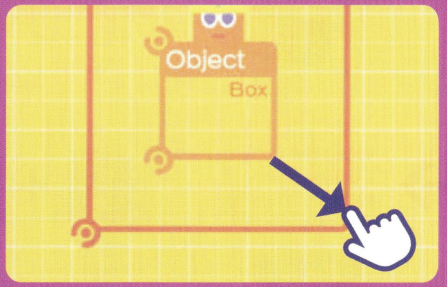
A mouse can be used to control the cursor while creating games in TV mode.



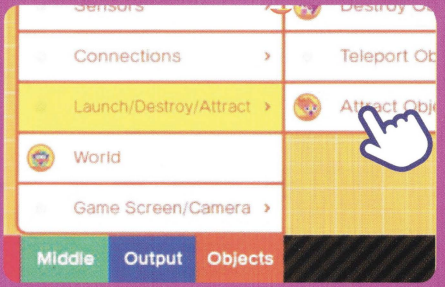
Game Builder Garage supports commercially available USB mice (sold separately).



Move



Resize



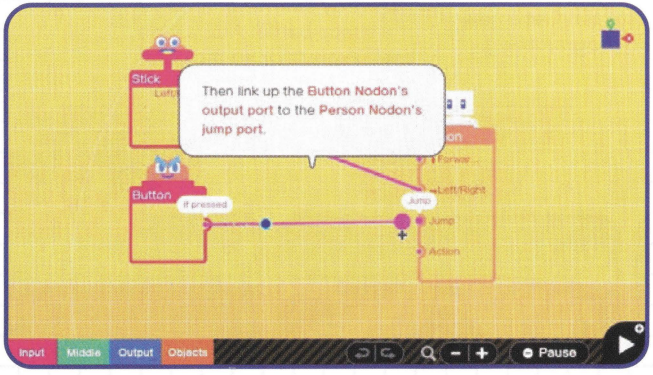
Call up

Hello!

Interactive Lessons

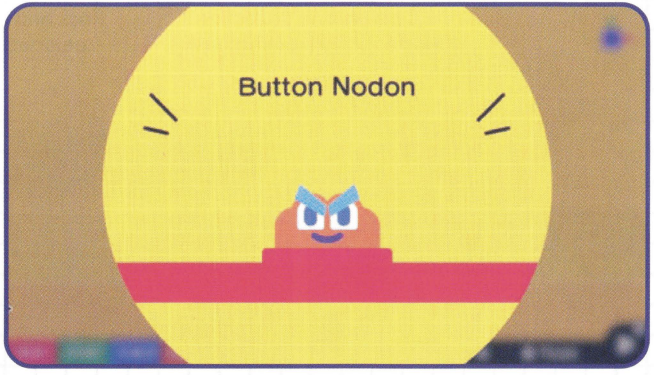
Welcome to the Interactive Lessons.

Through seven lessons, you'll learn programming logic step-by-step in a fun and interactive way. Starting off with the absolute basics, you'll move on to more advanced concepts as you meet more Nodon and power up your programming prowess!



Simply follow the instructions

Each lesson lasts 40-90 minutes.
They are interactive and fun to follow.

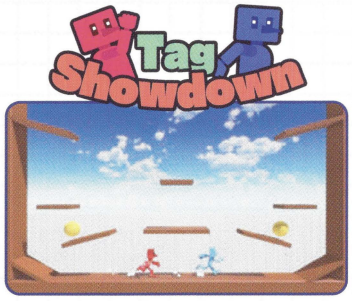


Learn the functions of Nodon

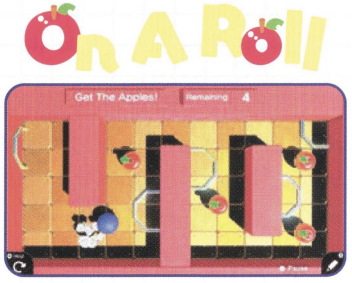
Each time a new Nodon appears, there will be an explanation on how to use it.

Interactive Lessons

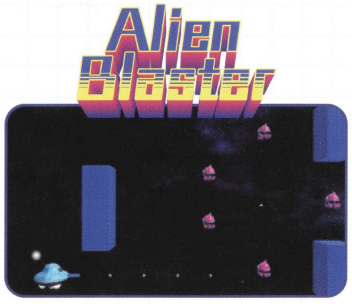
Make seven games from a variety of genres in the interactive lessons



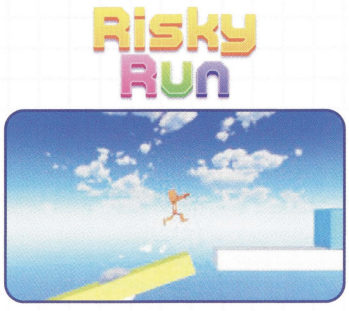
One-on-one tag action! Master programming basics.



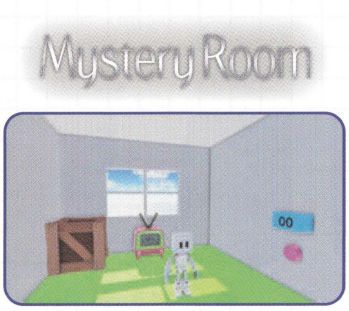
Rock and roll at full tilt! Get a new perspective on programming.



Destroy swarms of aliens in a space battle! Add a little self-expression to the game.

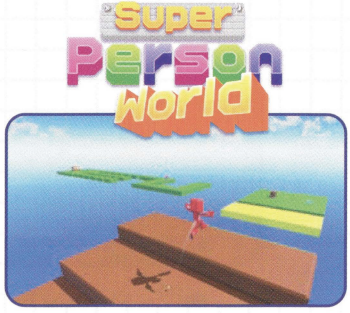


Make side-scrolling action with no fuss! Learn to connect various objects.



A puzzling room...with hidden treasure! Challenge your mind in three dimensions.

Burn rubber in player vs. program racing! Take pole position as a programmer.

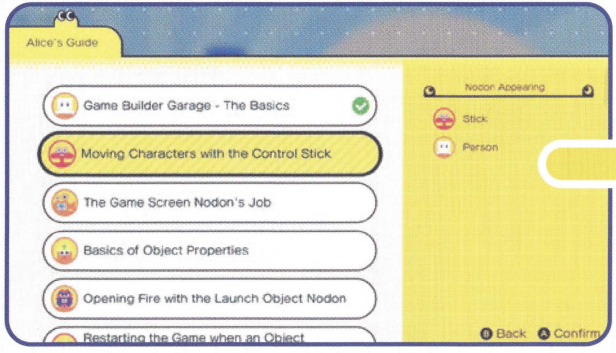


A fully fledged 3D action game! Use your programming skills to the max.

point

How you'll learn to make games with interactive lessons

① Follow the interactive lesson
Make a game on your own.



② Practise what you've learned
A handy guide lets you recap the functions of the Nodon that appeared in the lesson.

③ Test your skills
Put your newfound skills to the test in checkpoint puzzles along the way!

Do It Yourself

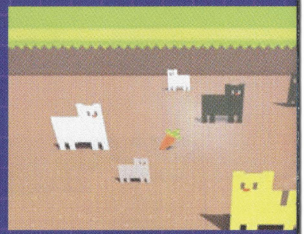
Free Programming

Put everything you've learned into practice as you create your own unique games in the Free Programming mode. Start from scratch or tinker with one of the creations you made during the interactive lessons. Give it a personal touch using the editing tools to add drawings and music to your masterpiece.

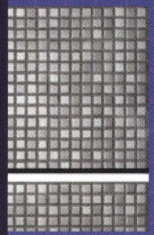
Sumo

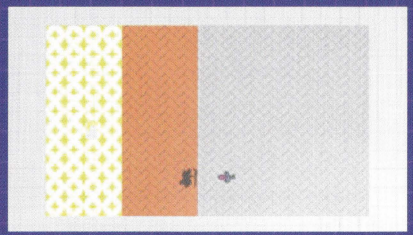
Thwack it!

Fruit Basket

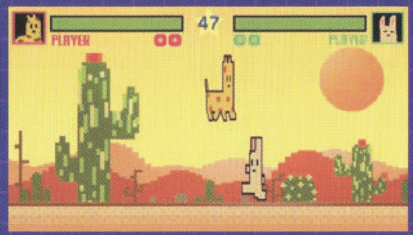


Power-up Carrot

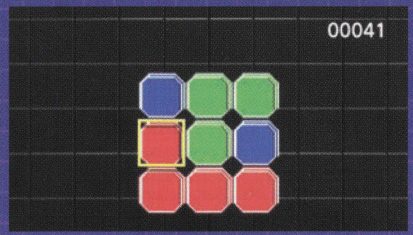




Sword Defence



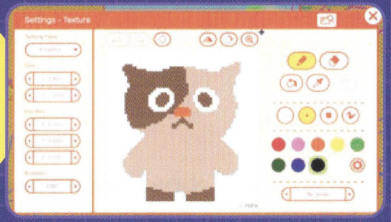
Animal Battle



Puzzle Game

Unleash your creativity!

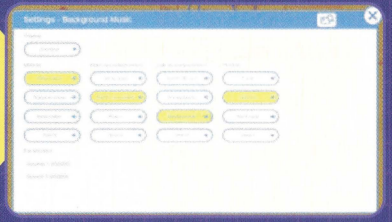
Draw pictures



Texture Nodon

Draw backgrounds for your game to add a personal touch or even create new playable characters.

Add background music

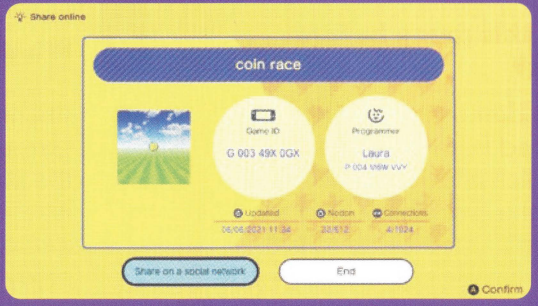


Background Music Nodon

Set the mood for your game with the right background music and change the melody, accompaniment and rhythm to your liking.

Share the fun

Get friends and family to download your game using local wireless, or share it online* and let people know the Game ID, so players around the world can enjoy it.



*Nintendo Switch Online membership (sold separately) and Nintendo Account required for online play. Not available in all countries. Internet access required for online features. Terms and conditions apply. For more information, please visit nintendo.co.uk/nintendoswitchonline

Q & A

Q **What do I need to play Game Builder Garage?**

A You'll need a Nintendo Switch family console (sold separately) and a copy of the Game Builder Garage software. Game Builder Garage can also be purchased and downloaded from Nintendo eShop. Please note: 995 MB or more of free memory space is required in order to store this software on your console.

Certain features in Free Programming mode that use the Joy-Con's HD rumble, IR Motion Camera, motion sensors and SL/SR Buttons are not available when playing on a Nintendo Switch Lite alone. Joy-Con controllers (sold separately) are required to use these features.

Q **Can I try this game before buying it?**

A Yes, a free demo is available to download from Nintendo eShop, which allows players to try out the first lesson "Tag Showdown".

Q **What age is Game Builder Garage suitable for?**

A Anyone from the age of seven and upwards can enjoy Game Builder Garage. While the software provides the player with many visual cues on screen, a certain level of reading ability is required to fully enjoy the game. Game Builder Garage is designed so it can be enjoyed alone or by parents and children together.

Q **Will Game Builder Garage teach me to program games?**

A In Game Builder Garage, anyone can learn to make games, with fun and interactive lessons. Players do not learn an existing programming language, rather the game uses a cast of colourful characters called "Nodon", combined with a visual style of programming, to teach the fundamental concepts of video game creation in a fun and approachable way. Completing the lessons gives players the skills required to bring their own game ideas to life in the Free Programming mode.

Q **What if I don't understand how to use a Nodon?**

A The Nodon themselves guide players during play in a fun and conversational way. Players can refer to the in-game Nodopedia to get information on each Nodon and how they can be used.

Q **Do I need to complete all the lessons before I can try building a game of my own?**

A Free Programming mode is unlocked after completing the first lesson "Tag Showdown", so players can jump into building their own games from that point onwards. By completing further lessons, players will gain a better understanding of the fundamental concepts that Game Builder Garage teaches to help them make the most of the tools available in the Free Programming mode.

Q **What if I forget how to do something shown in the lessons?**

A Lessons can be revisited at any time and played through at the player's own pace. Players can also refer to Alice's Guide, a set of tutorials that give more information on the Nodon used in the lessons, or the Nodopedia, which gives details about all the different Nodon and how they can be used.

Q **How can I ensure that my child is not exposed to inappropriate games made by other players?**

A Nintendo Switch Online members can find and download games created by friends and family by searching for a Game ID or Programmer ID they have shared. There is no feature for browsing uploaded creations. Using the Nintendo Switch parental controls, adults can manage the content their children can access, as well as their ability to communicate with others.

Try for free

Demo Available

Nintendo eShop

Visit the website

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